The Art of Bloodstained

Ritual of the Night

The Art of Bloodstained: Ritual of the Night

Artwork by Inti Creates Co., Ltd. and Artplay, Inc.

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The Art of Bloodstained: Ritual of the Night

Introduction 4

Characters 6

Environments 28

Demons 58

Weapons 112

Equipment 150

Introduction

By the time you read this, you'll have finally played the game we've all been waiting for since we first figured out that Koji Igarashi was returning to the limelight.

A lot has changed since then. (Back in 2015 Vine was the hot new social network we asked fans to make content for; now it no longer exists. Our apologies to any of you who went out of your comfort zone to create some six-second Igavania content to promote the campaign.) But one thing hasn't: ArtPlay has spent this whole time working to perfect the game that started out as a few concept images on a Kickstarter page.

This art book is culled directly from the files IGA and the other developers used to dial in the final look, feel, and content of the game.

A lot has changed since those of us who were working on the campaign saw the first concept art and read the first pitch for IGA's new game. By the time we saw it I think it was called "Dark Ritual." Across a string of long meetings we tossed around real words like "Hellbound" and fake ones like "Alcheresy", not to mention subtitles like "Canvas of Flesh" and "Requiem of the Soul," before someone finally landed on Bloodstained.

With a name that good we wanted to get the logo exactly right. During one of those long meetings, while we talked over our new title with IGA and the entire crew working on the Kickstarter campaign, we asked Jon Kay, a designer at Fangamer, to work on something in the hour or two we knew the meeting would go on.

Preliminary logo concepts

Jon Kay's "B" logomark sketch.

Bloodstained
RITUAL OF THE NIGHT

During the meeting we got a text with his first idea—and that was that.

But while a game changes all at once during preproduction, it mutates much more gradually during development. Once the plot, the characters, the name, and—thanks to you—the funding was locked in, Bloodstained: Ritual of the Night as you know it was on the way. Now that you've played the game and seen the finished work, take a look through the art that made that final form possible.

Characters

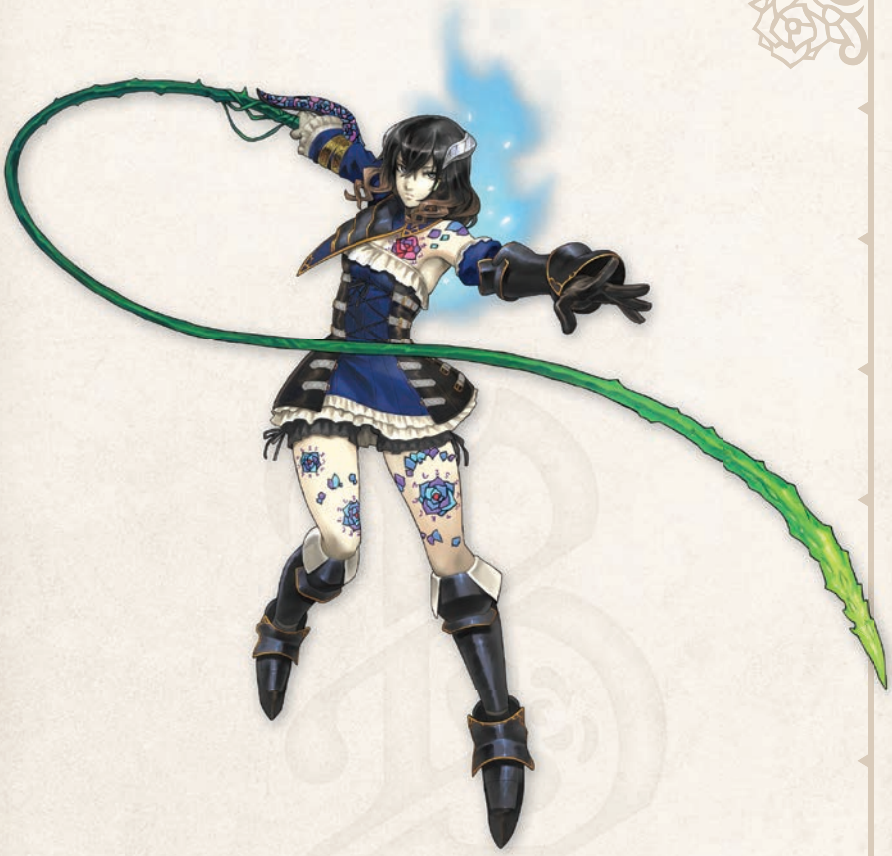
One of the most important preproduction changes came during those early campaign meetings. The hero of Dark Ritual was named Gebel, but he hardly resembled the character who shares that name in Bloodstained. He could use shards to harness magic, but his background wasn't quite clear. He was fine, but he didn't stand out.

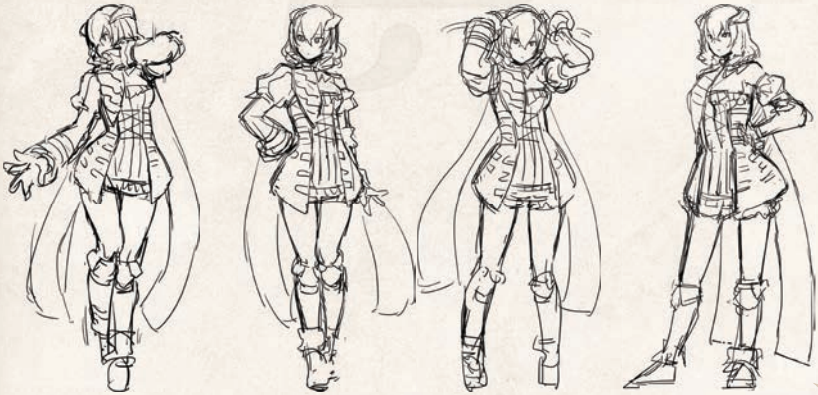
When the team went back to the drawing board and reemerged with Miriam, everyone immediately knew we had a character who would make the rest of the world come to life.

As the campaign and development continued, characters like Zangetsu and Dominique emerged to fill out the world of Bloodstained.

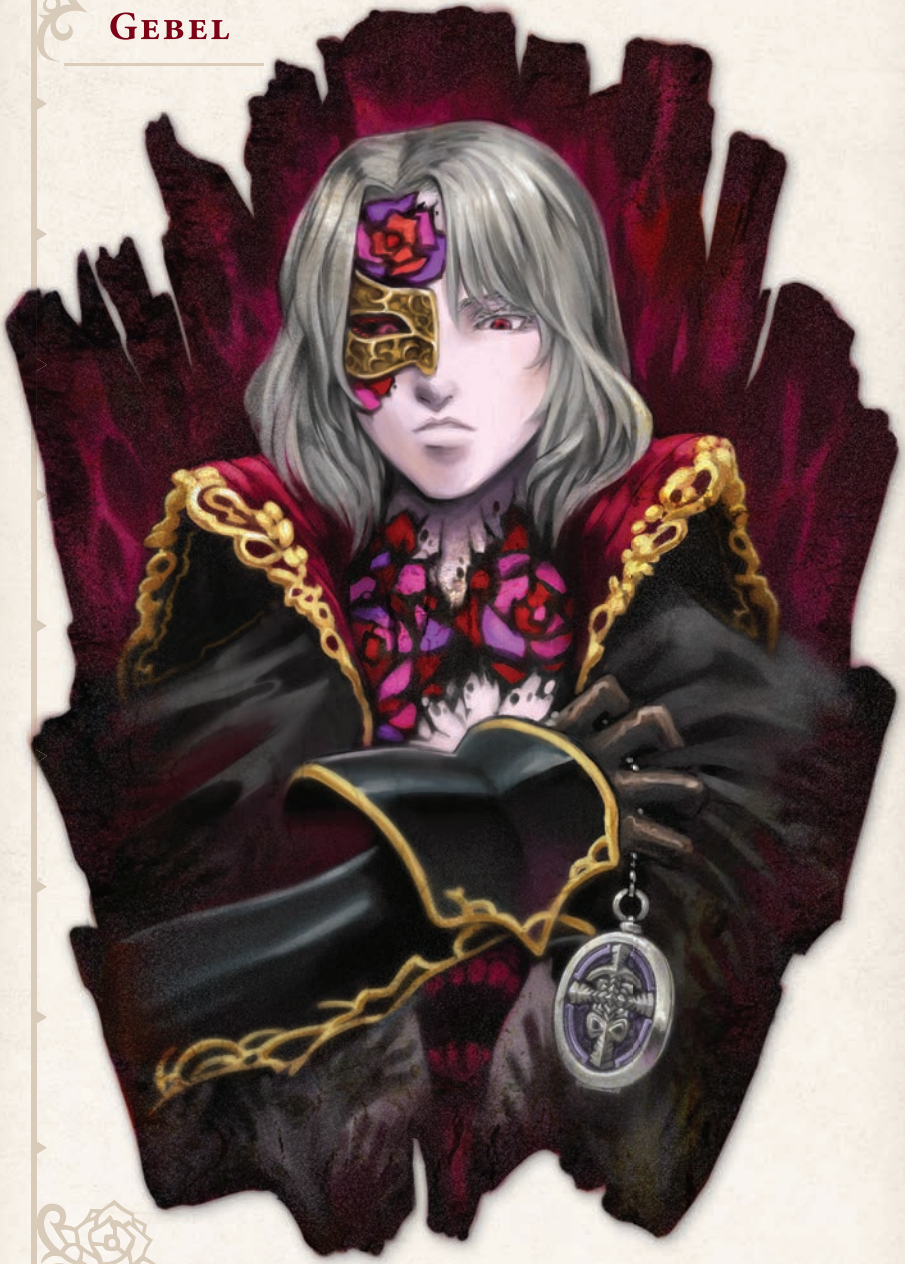
Of course, as much as we loved Miriam, and as atmospheric as the supporting characters are, the most critical character in this section is IGA himself.

Miriam





Gebel



Johannes

Zangetsu

Dominique

Alfred

Anne

Susie

Benjamin

Abigail

Harry

Lindsay

Orlok Dracule

IGA

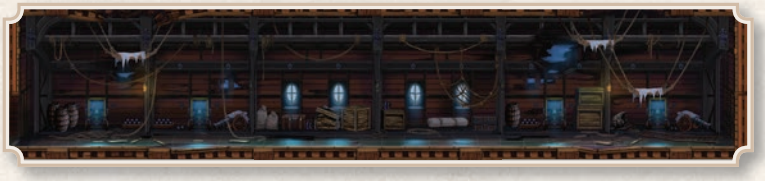
Environments

With so much talk during the campaign about the Biggest Castle Ever, it may have come as a surprise to some of you when the first place backers and convention-goers got to explore, during the initial demo, was a galleon.

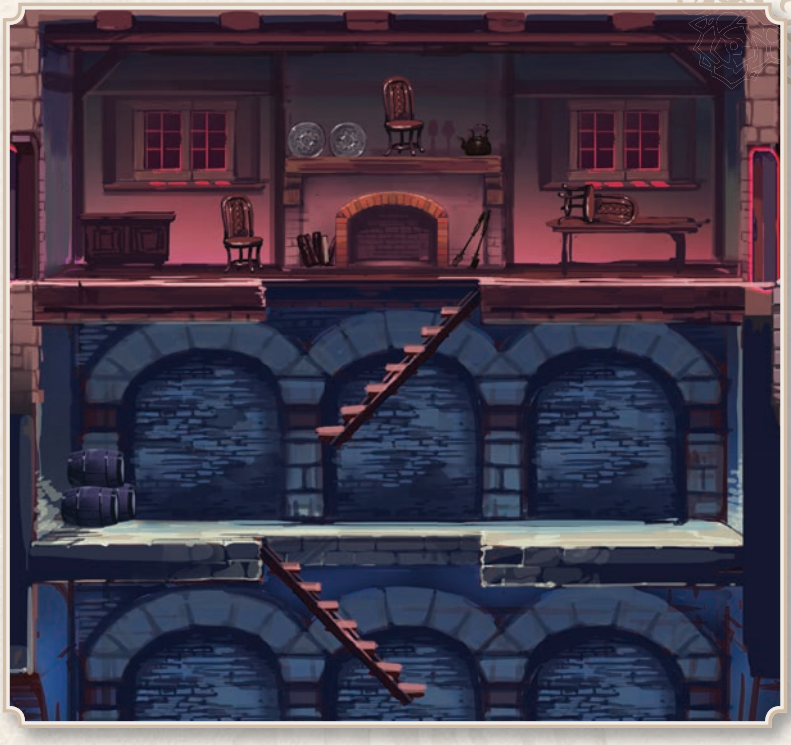
But while the demon castle dominates the map just as much as it dominates the environment, the places around and within it are equally distinct.

If you've already discovered everything there is to see in the world of Ritual of the Night, you know that it's anything but a series of dark gray dungeons. In the next section you'll find some of the art that helped them bring the world to life.

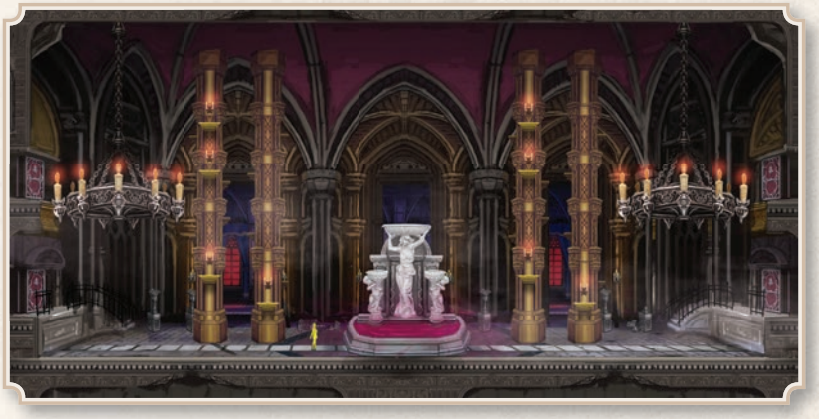
Galleon Minerva



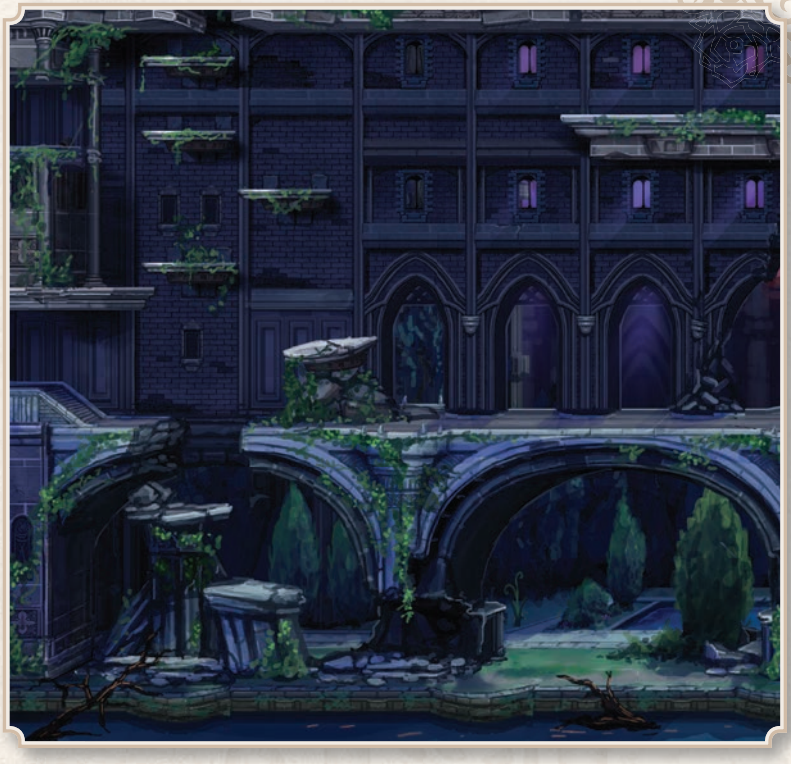
Arvantville



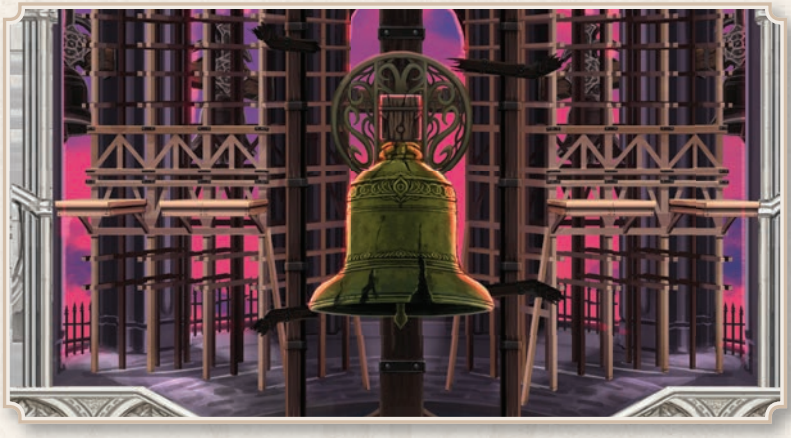
Entrance

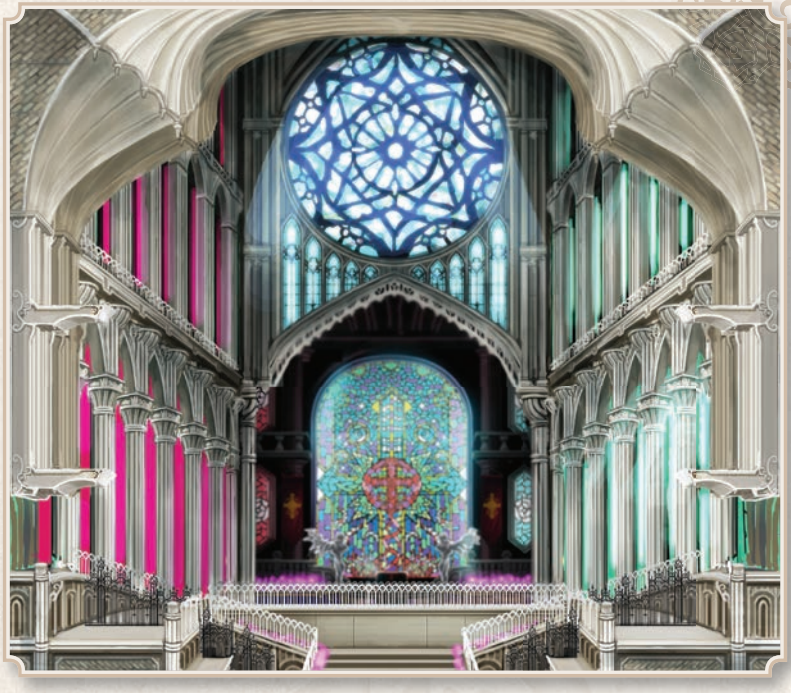


Garden of Silence

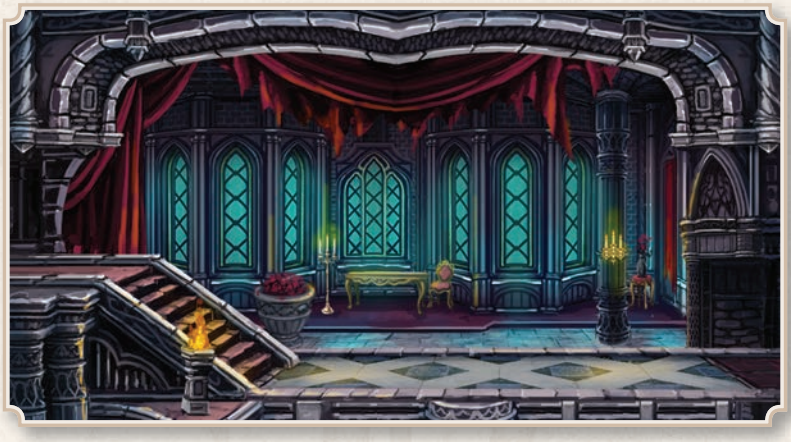


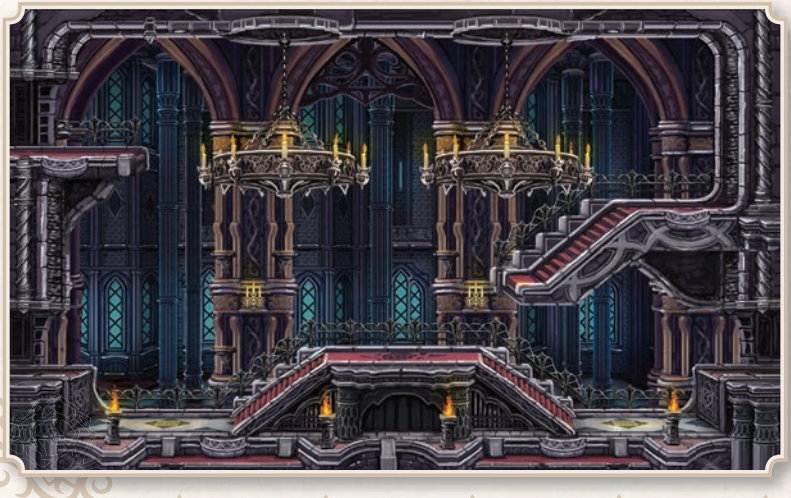
Dian Cécht Cathedral

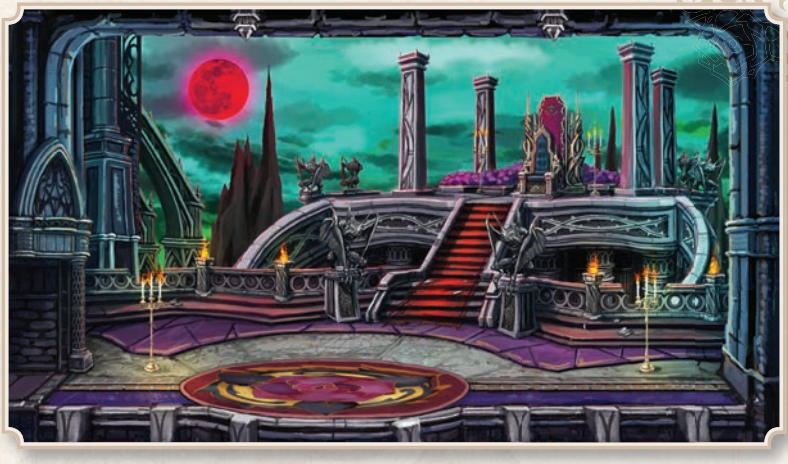




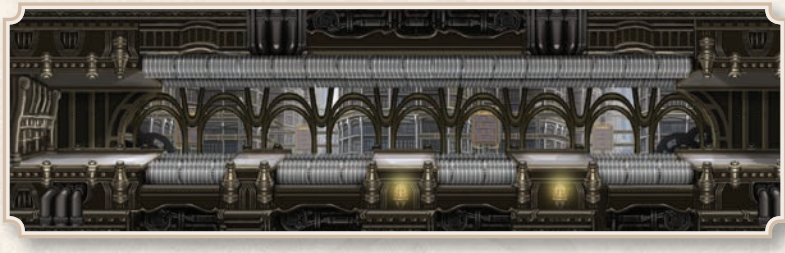
Hall of Termination



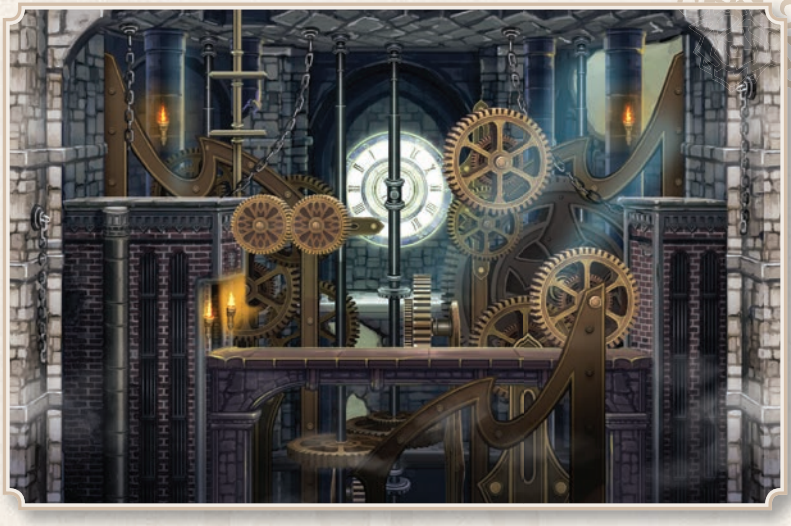




Livre Ex Machina



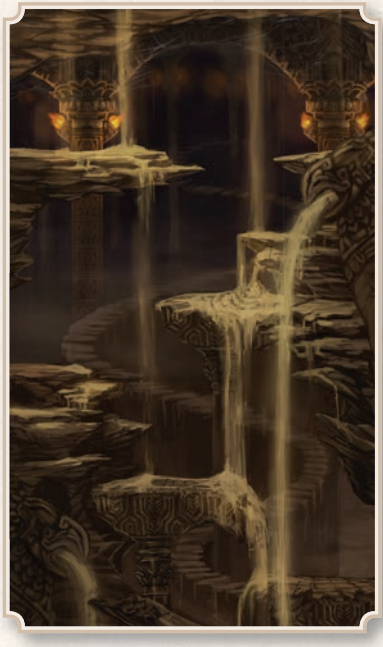
Towers of the Twin Dragons

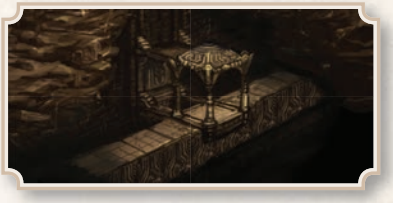


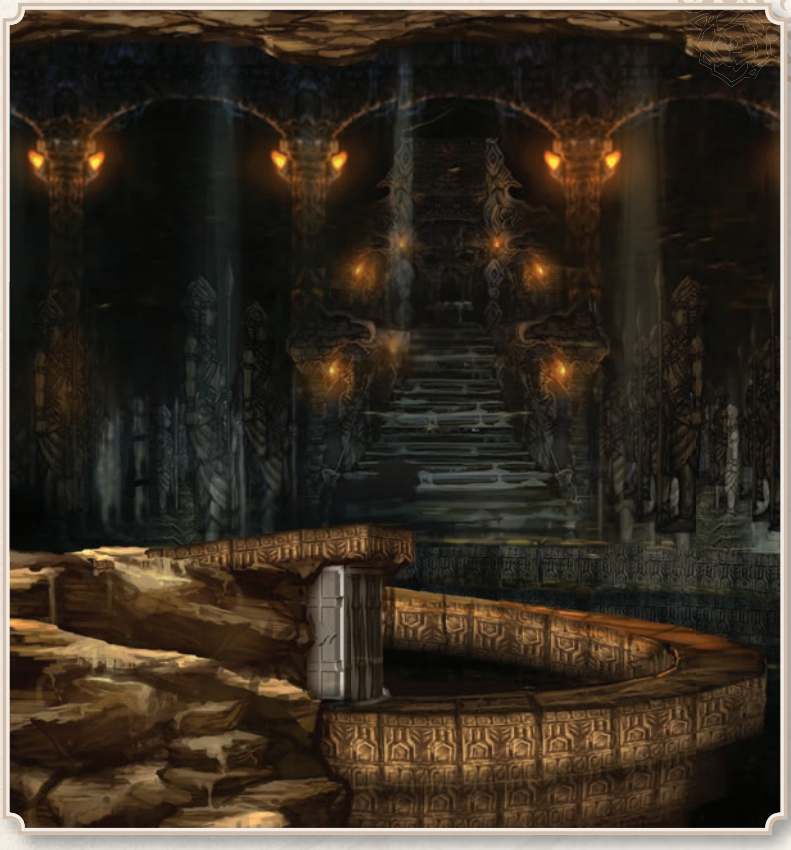
Forbidden Underground Waterway

Bridge of Evil

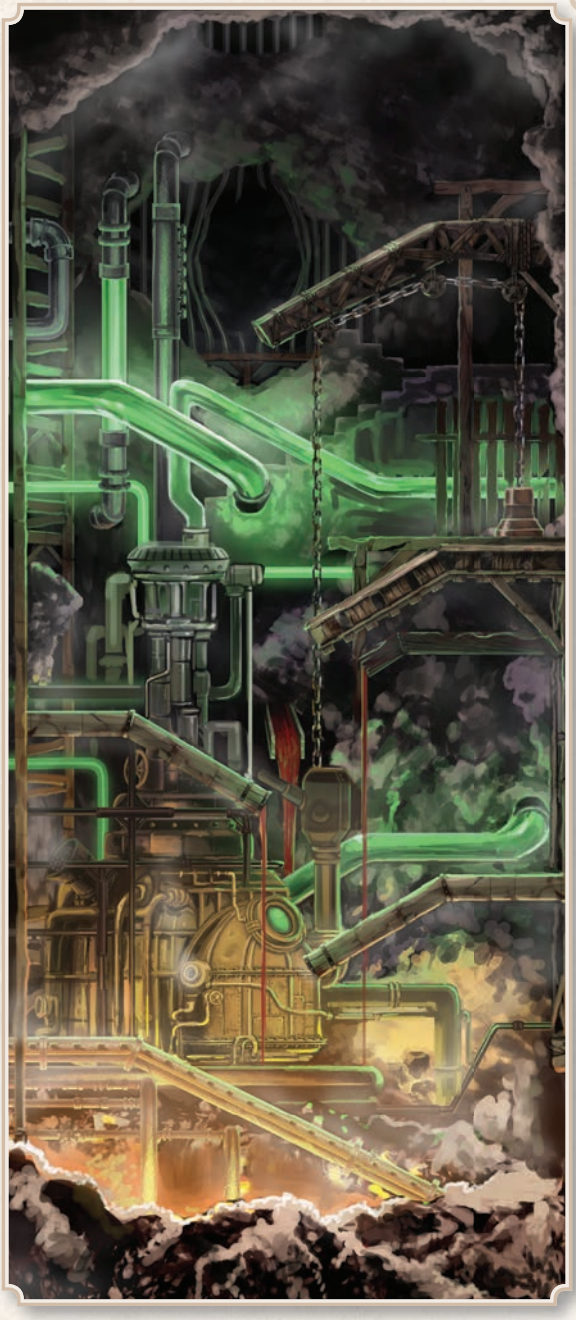
Hidden Desert





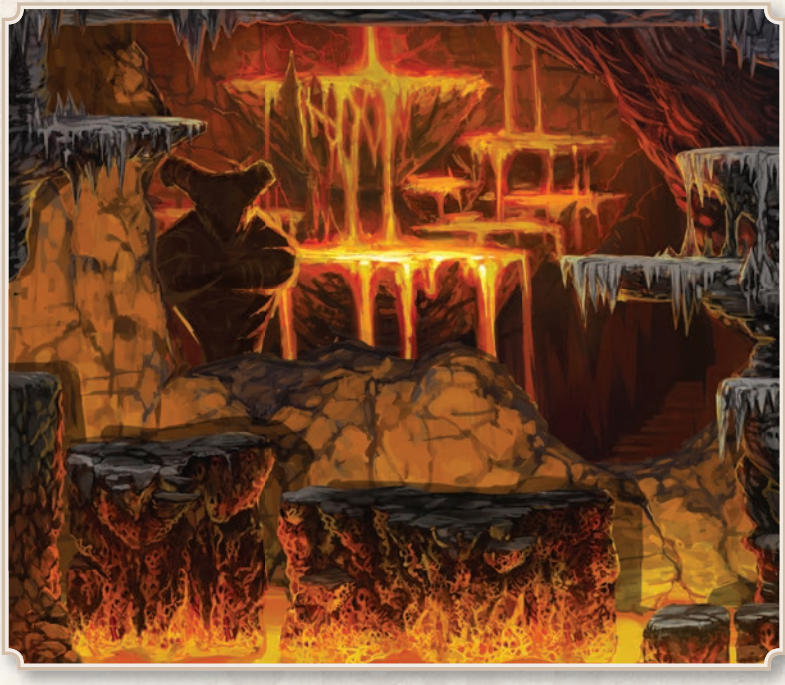


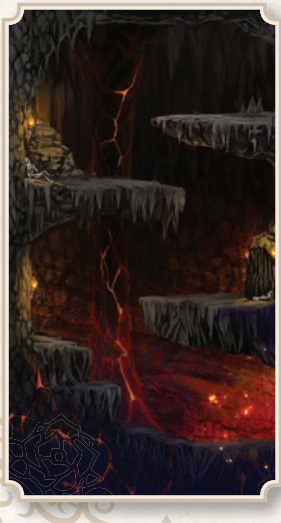
Secret Sorcery Lab



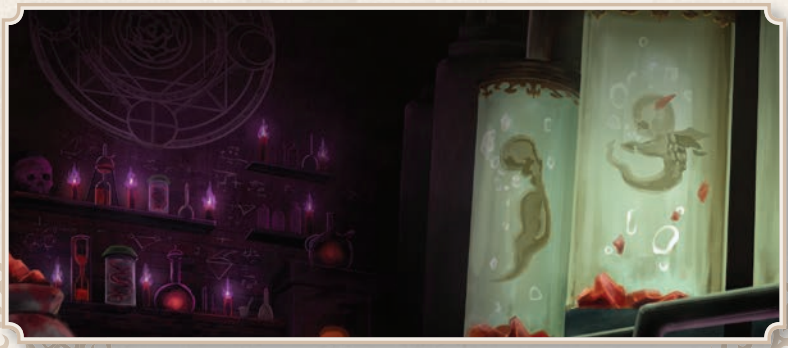
Oriental Sorcery Lab

Inferno Cave

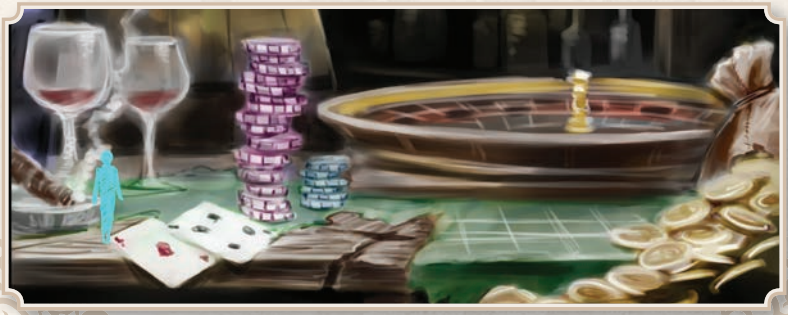




Underground Sorcery Lab



Den of Behemoths



Glacial Tomb

Save Room

Teleport Room

Demons

An important lesson of Bloodstained: Nothing's more demonic than something that's *almost* familiar. Cats, dogs, slot machines, and even famous indie game protagonists all received an uncanny makeover before they could make their appearance in the demon castle.

Intimidating and unnerving, grotesque and occasionally goofy, the demons that populate this world manage to fulfill all the important roles in an IGAvania bestiary (flying enemy who hits you any time you attempt to make a precise jump: check) while taking on personalities all their own.

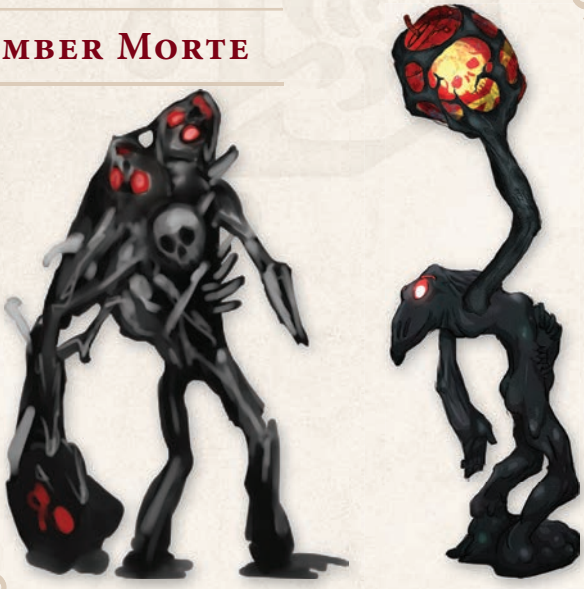
But before they were enemies with patterns they were concepts and ideas—some of which began in the mind of Kickstarter backers.

Morte

Carriage Morte

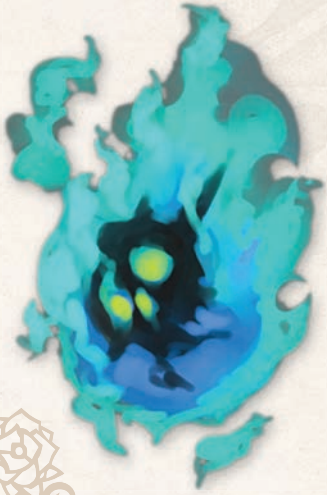
Bone Morte

Bomber Morte



Seama

Ghost & Amy



Aello

Dullahammer

Blood Grinder Knight

Axe Outsider

Shield Outsider

Gieremund

Sabnock

Marbas

Barbatos

Leraje

Carabosse

Sidhe

Titania

Gusion

Poltergeist

Zagan

Haagenti

Killer Barber

Dantalion

Gargoyle

Ordog

Buer & Allocer

Triwheel Buer

Nyabon, Macaron, & Kamikaze

Puppy & Rocky

Scythe Mite & Blood Bug

Buer Armor

Shovel Armor

Lance Armor

Zepar

Fire, Thunder, & Ice Elemental

Light & Dark Elemental

Rul'sha

Vul'sha

Lili

Tamako-Death

Assassin

Ninja

Cyhyraeth

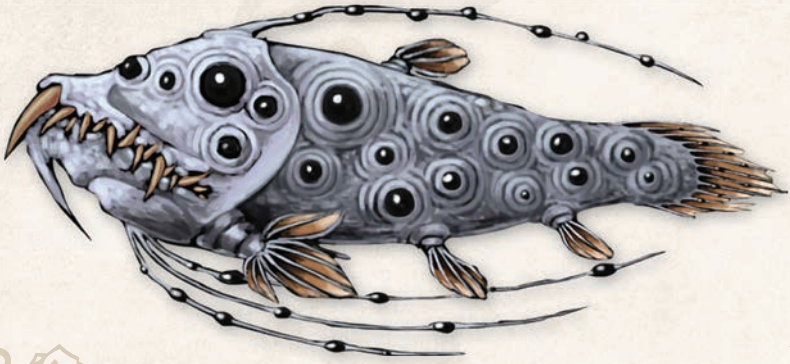
Bloodbringer

Mimic

Deathtrap

Chair Mimic

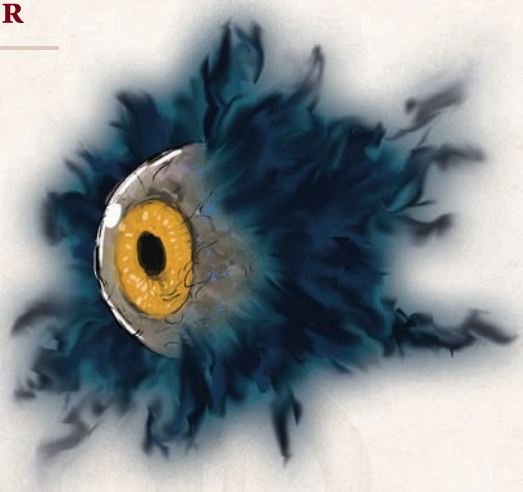
Forneus



Gamigin

Glashtyn

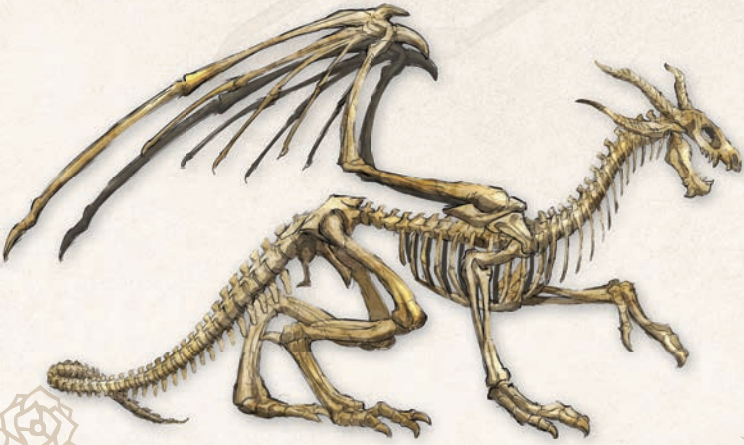
Seeker



Tracer

Dragon

Living Fossil



Abyssal Guardian

Silver Knight

Archdemon

Silver Wolfman

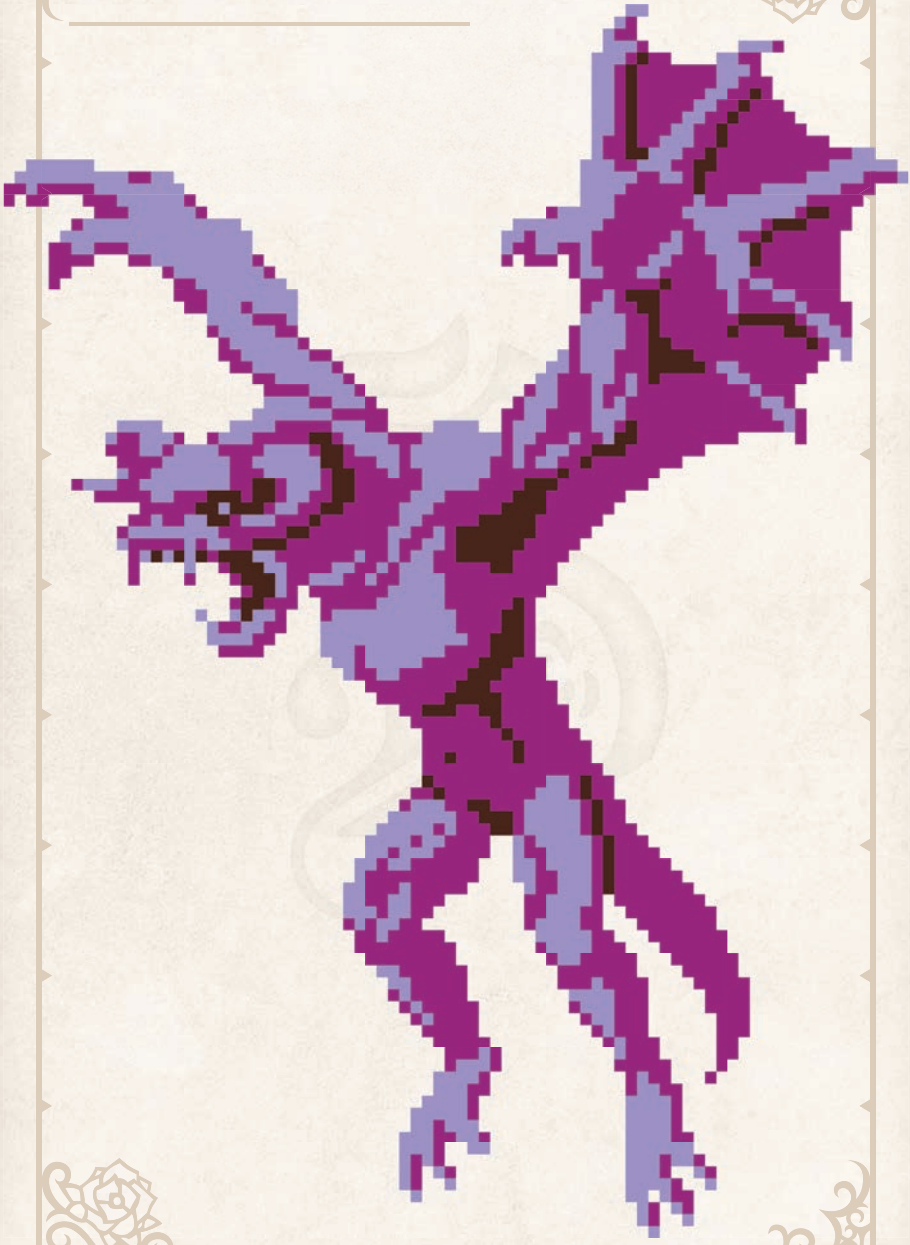
Revenant

Millionaire's Bane

Master Carpenter

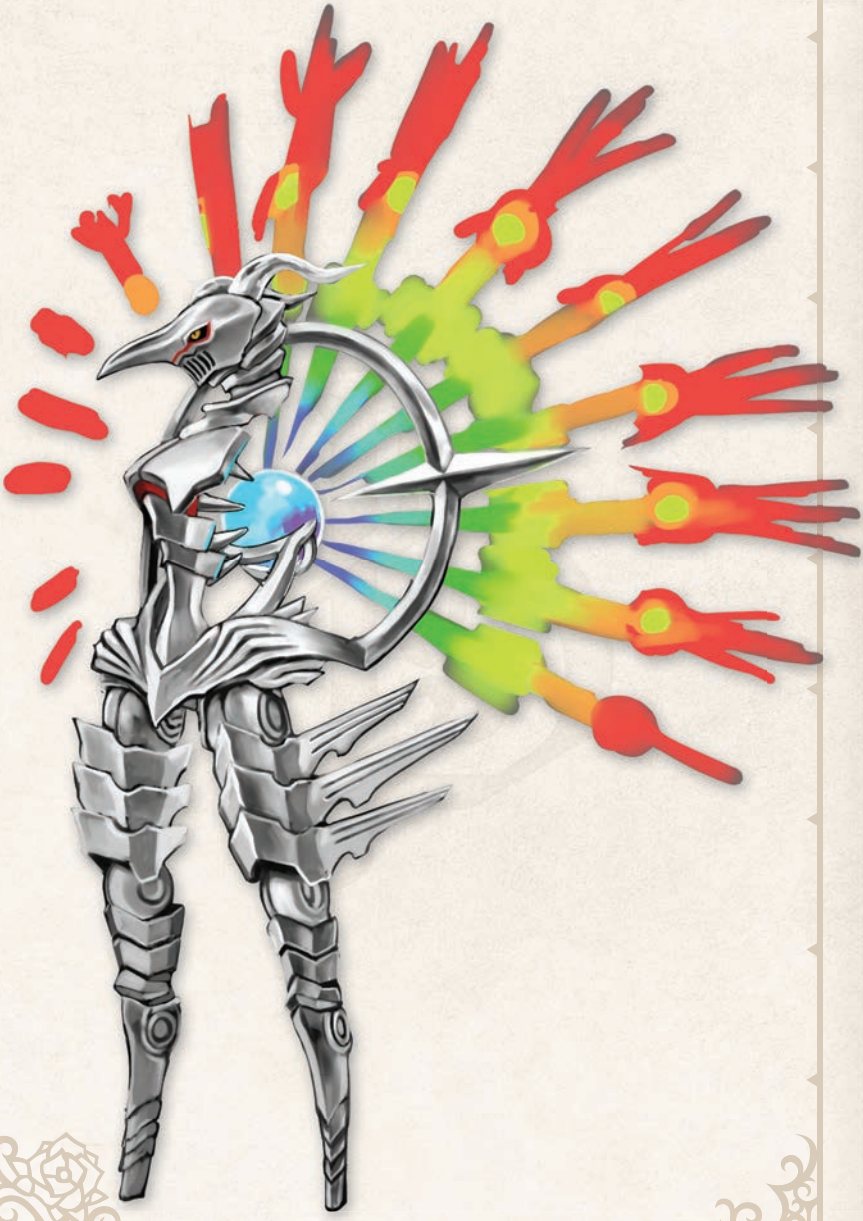
8-Bit Ghost, Zombie, & Skull

8-Bit Overlord



Vepar

Andrealphus



Valac

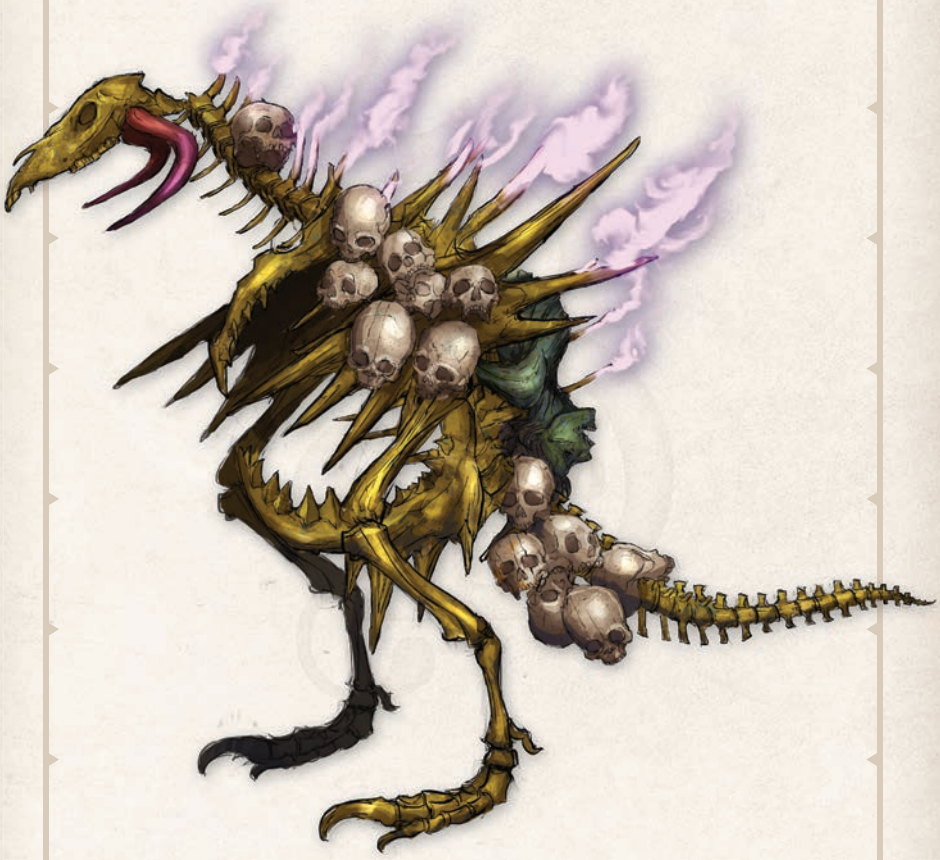
Glutton Train

Bathin

Bloodless

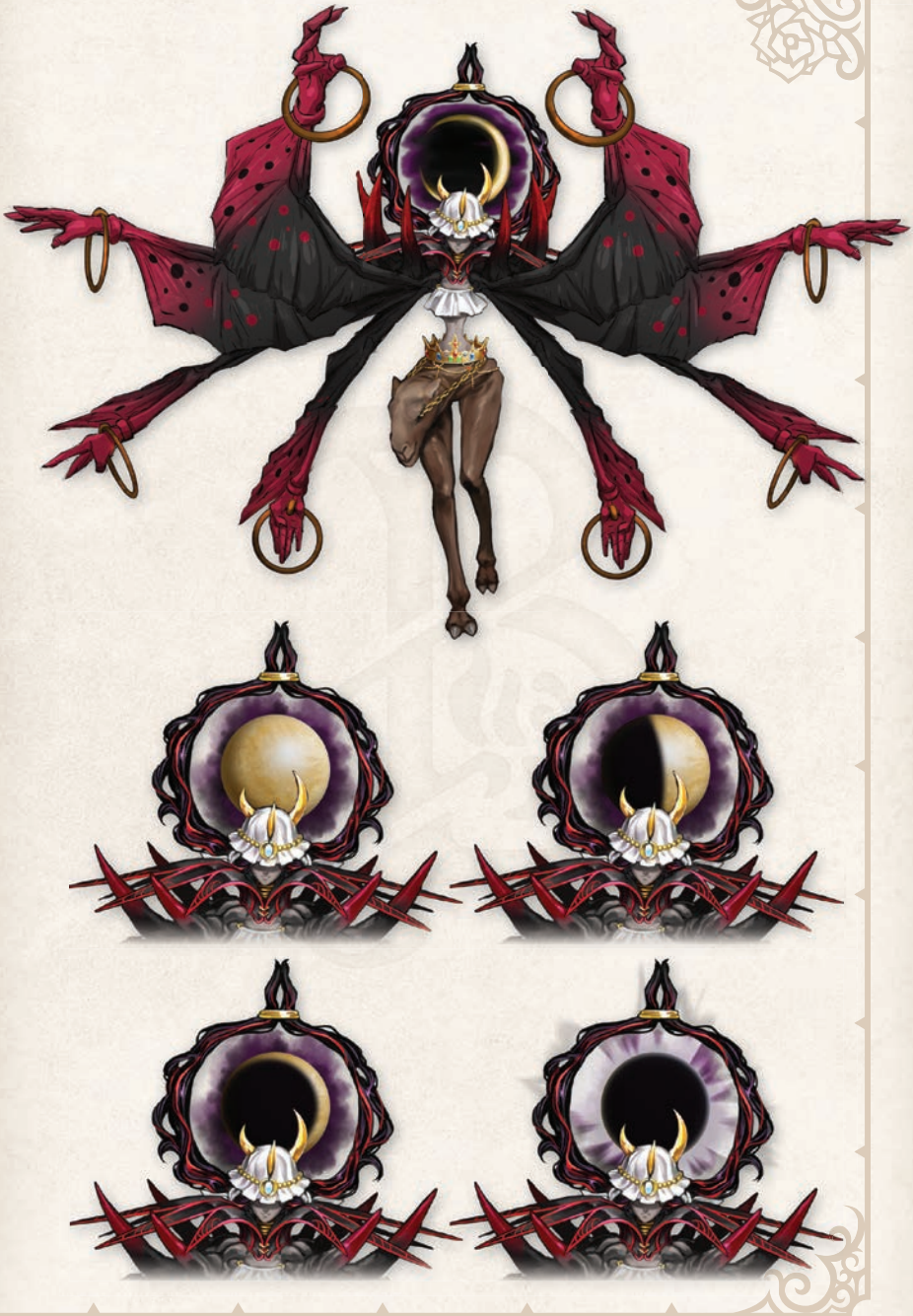
Doppelganger

Orobas



Valefar

Gremory



Bael

Weapons

Thankfully, the question that started the Bloodstained campaign—Sword or Whip?—was always going to be answered with a simple "Yes," even before the creation of the Swordwhip.

No matter how you voted, Bloodstained was going to be built with you in mind. Swords and whips of all kinds can be found in the armory, along with spears, guns, clubs, and… well, sneakers, not to mention a full complement of weapons co-designed by backers who selected the "Runic Forging" tier.

Whether you prefer to stab, swing, shoot, or kick, you've got plenty of ways to do it.

Swords

Short Sword

Long Sword

Ulfberht Sword

Invisible Blade

Harpé

Murgleis

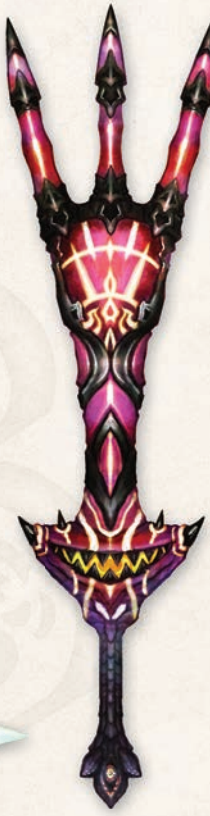
Swords

Red Umbrella

Blutgang

Hofud

Fragarach



Dáinsleif

Swords

Florenberg

Almace

Caladbolg

Ridill

Blue Rose

Bloodbringer

Swords

Flying Edge

Valkyrie Sword

Oracle Blade

Rhava Búral

Swordwhip

Rhava Velar

Shoes

Kung Fu Shoes

Battle Boots

Lethal Boots

Dragon Shoes

Steam Boots

Toy Shoes

Bunny Boots

Hermes Shoes

Hell's Knells

Daggers

Knife

Baselard

Main Gauche

Kukri

Poison Kukri

Swordbreaker

Carnwennan

Mandau Pasir

Rapiers

Rapier

Epée

Stinger

Misericorde

Kazikli

Joyeuse

Clubs

Mace

Morgenstern

Macuahuitl

Yagrush

Ayamur

Mistilteinn

Sharur

Greatswords

Claymore

Flamberge

Pelekus

Spiral Sword

Gambanteinn

Berdiche

Gram

Greatswords

Lohengrin

Steel Lightning

Schedar

Durandal

Kaladanda

Dies Irae

Ukonvasara

Eternal Blue

Katanas

Dull Blade

Tsurumaru

Nodachi

Honebami

Raikiri

Dojigiri

Zangetsuto

Mikazuki

Grand Izayoi

Spears

Spear

Lance

Partisan

Shovel

Sanjiegun

Gondo-Shizunori

Spears

Leng Yan Ju | Areadbhar | Niflheim

Gungnir

Gae Assail

Whips

Whip

Thorn Whip

Flame Whip

Black Cords

Snakebite

Beast Killer

Albireo

Andromeda

Firearms

Musketoon

Blunderbuss

Tanegashima

Toradar

Culverin

Betelgeuse

Verethragna

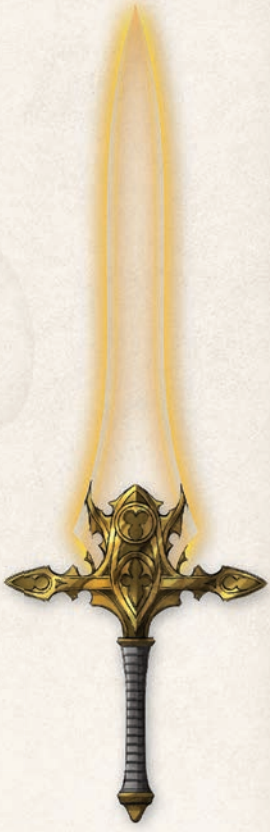
Adrasteia

Backer Weapons

Carnot's Rebuke

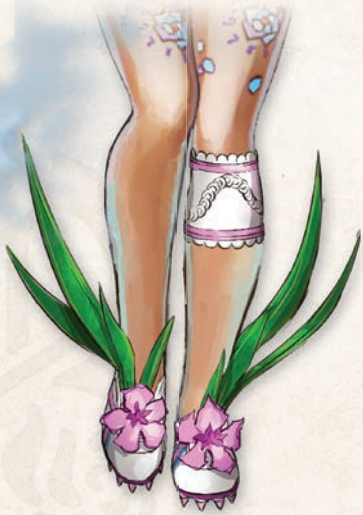
Bandit Blade

Swordfish



Dawn Blade

Boreal Rime Boots



Oleanders

Blue Skies

Shield Weapon

Backer Weapons

Prismatic Heart

Moonwake

Eu's Sword

Redbeast's Edge

Hikari

Deathbringer

Encrypted Orchid

God Cross

Backer Weapons

Blood Grinder

Sculptor's Chisel

Black Dragon's Ode

Claw of Onmoraki

Renee's Requiem

Ambivalence

Silent Calamity

Equipment

Equipment

Unequipped

Aries' Horns

Hairband

Circlet

Dullahammer Helm

Pirate Hat

Cat Ears

Santa Hat

Beast Beret

Garbo Hat

Cowboy Hat

Wolf Hood

Equipment

Feather Crown

Cute Beast Beret

Bunny Ears

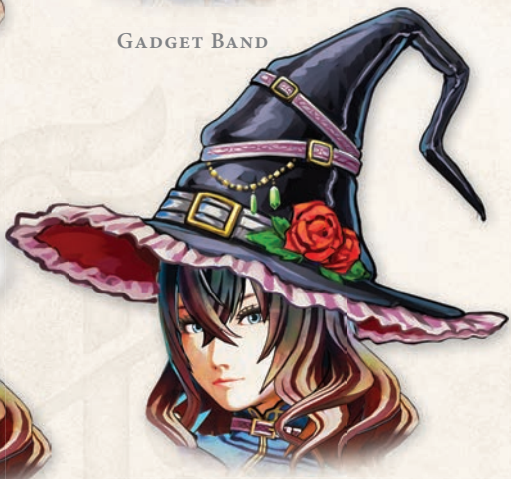
Crow Hat & Mask

Beret of Bravery

Diabolist's Cap & Ofuda Talisman

Silver Tiara

Gadget Band



Witch's Hat

Ice Circlet

Thunder Circlet

Flame Circlet

Equipment

Maid's Hairband

Gunslinger's Hat

Traveler's Hat

Ribbon

Hermit's Beret

Kitsune Mask

Demon Horns

Pleiades

Ancient Tiara

Recycle Hat

Valkyrie Tiara

Elf Ears

Equipment

Eyeglasses

Eye of Horus

Sunglasses

Convex Glasses

Thick Glasses

Gauge Glasses

Gebel's Glasses

Stone Mask

Dance Mask

Hyperventilator

Nose Glasses

Voice Changer

Thank you!!